

STEAM 6 & 7 Course Outline

Mrs. Anderson

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What is STEAM?

STEAM is an acronym for Science, Technology, Engineering, Arts, and Math. The difference between STEM and STEAM is the Arts. Art is an important part of engineering design. Many arts careers also incorporate technology. This makes it a good fit to add to the traditional STEM classroom.

STEAM is a hands-on or project based approach to learning to develop critical thinkers and to advance understanding with meaningful and engaging activities. Developing skills in STEAM curriculum areas is important for all students academically, and later, in their careers. We will work to find solutions to problems, and when those solutions don't work, we will try to find new solutions.

What Do You Need For Class?

- Planner
- Headphones
- Something to write with
- Positive attitude
- Willingness to learn and try new things

Grading

Grading will be based on how students participate and complete assignments in class. There will only be homework if an assignment is not finished in class. Grades will be updated weekly in MiStar.

Make-Up Procedures

Assignments will be posted in Google Classroom. However, due to the hands-on nature of some of our assignments, it may be difficult to make up the assignment. In that case, an alternative assignment will be posted/provided for the student when absent.

Classroom Expectations

In the STEAM classroom, we will follow the 4 B's at all times:

- Be Safe
- Be Respectful
- Be Responsible
- Be Ready to Learn

Full details of the expectations can be found on my website

Classroom Expectations (continued)

Failure to follow the expectations will result in the following:

1. Verbal Warning
2. Teacher-Student conference after class
3. Call home to parent/guardian
4. Referral to the office (If the action is severe, the referral will take place immediately)

STEAM STUDENT SAFETY CONTRACT

PURPOSE

For our class, we will be doing hands-on activities. These activities may have potential hazards. We could use some equipment that may be dangerous if not handled properly. We must always Be Safe in the classroom. Additional safety instructions will be given for each activity.

SAFETY RULES

1. Be Responsible at all times in the classroom. Horseplay, practical jokes, and pranks will not be tolerated.
2. Follow all instructions carefully. Ask questions if you do not understand the instructions.
3. Do not touch any materials in the classroom without permission from the teacher.
4. Perform only authorized and approved experiments.
5. Never open storage cabinets or enter the prep/storage room without permission from the teacher.
6. Do not remove equipment or supplies from the classroom without permission from the teacher.
7. Never eat, drink, chew gum, or taste anything in the classroom without permission.
8. Keep hands away from face, eyes, and mouth while using materials or when working with either chemicals. Wash your hands with soap and water before leaving the classroom after certain projects.
9. Wear safety glasses or goggles when instructed. Never remove safety glasses or goggles during an experiment. There will be no exceptions to this rule.
10. Keep your work area and the classroom neat and clean. Clean all work areas and equipment at the end of the experiment. Return all equipment clean and in working order to the proper storage area.
11. Follow your teacher's instructions to dispose of any waste materials generated in an experiment.
12. Report any accident (fire, spill, breakage, etc.), injury (cut, burn, etc.), or hazardous condition (broken equipment, etc.) to the teacher immediately.
13. Consider all chemicals in the classroom to be dangerous.
14. Handle all glassware with care. Never pick up hot or broken glassware with your bare hands.
15. Dress properly—long hair must be tied back, no dangling jewelry, and no open toe shoes. Wear aprons when instructed.
16. Learn where the safety equipment is located and how to use it. Know where the exits are located and what to do in case of an emergency fire drill.

Student Name _____

Hour _____

STEAM 6/7 AGREEMENT - Return to Mrs. Anderson by Monday, September 9, 2024

I, _____, have read and understand the course outline and each of the safety rules set forth in the STEAM Student Safety Contract. I agree to follow them to ensure not only my own safety but also the safety of others in the classroom. I also agree to follow the general rules of appropriate behavior for a classroom at all times to avoid accidents and to provide a safe learning environment for everyone. I understand that if I do not follow all the rules and safety precautions, I will not be allowed to participate in STEAM activities and will have to complete alternative assignments.

Student Signature

Date

Dear Parent/Guardian:

We feel that you should be informed of the school's effort to create and maintain a safe STEAM classroom/laboratory environment. Please read the list of safety rules. No student will be permitted to perform STEAM activities unless this contract is signed by both the student and parent/guardian and is on file with the teacher. Your signature on this contract indicates that you have read the course outline and the STEAM Student Safety Contract, reviewed it with your student, and are aware of the measures taken to ensure the safety of your student in the classroom.

Parent/Guardian Name

Phone number

E-mail

Parent/Guardian Signature

Date